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TREATISE

ON THE

GAMES

OF

DOMINOES;

BY WILLIAM J. PELL.

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INTRODUCTORY REMARKS.

The Author in submitting this work to the reader, deems it important to make him acquainted with the origin of this Game, as taken from recorded history—his own views as to what it originated from, and the cause of the blanks being instituted.

In the "Encyclopœd Metropolitania," British edition, the word Domino is defined thus:

Domino—*A kind of dress worn by the monks. A game played with* 28 *pieces, made of bone, and spotted with all the different suits, from the double-six down to the double-blank, &c.*

The British lexicographer after defining the word, remarks, that according to Du Cange, the celebrated French writer, the game of Dominoes was invented by the Italians, which in the course of time made its way into France, and by that people introduced into England. This great man, Du Cange,

flourished in the 17th century; he was born in 1610, and died in 1668. He should here be considered excellent authority, for, on account of his immense learning, the then reigning king of France pensioned his children.

With regard to my own views as to what it originated from, I would respectfully say, it is my own belief that it was taken from Dice. The fact of the suits on the Dominoes being precisely the same as Dice, with the exception of blanks, and believing Dice to be older than Dominoes, it is reasonable to suppose that the idea of one was taken from the other. To strengthen this belief it is only necessary to state, that historians in speaking of the antiquity of gambling, say, that Dice were found among the ruins of Thebes, and, according to Stephens, who travelled in Egypt, Arabia Petrea, and the Holy Land, Thebes has lain in ruins upwards of 3000 years. This makes the game of Dice very ancient indeed, and from Du Cange's account of Dominoes, it must be considered modern when brought into comparison with Dice.

The instituting of the blanks was imperative on the part of the inventor, in consequence of the changeable suits (prior

to blanks) always being odd. The doubles in themselves do not constitute a change, and therefore in any manner or way that these pieces may be played, it will be discovered that without this addition two pieces will always be shut out, which destroys the game at once, and crushes at the same time all calculation of the same; but, by introducing new matter (blanks), which embraces 0|6 0|5 0|4 0|3 0|2 0|1 and the 0|0 it will be distinctly seen, that instead of the number of changeable suits being five and odd, which excludes two pieces and prevents it becoming a finished game, it is now six and even, which admits the whole to play, establishes the game, and places all the different calculations upon a sure and solid foundation.

DRAW GAME OF DOMINOES.

RULES OF THE GAME.

Rule 1*st.*—Each player takes 7 cards, the highest double out setting—then in rotation. When neither party have a double in the first hand, the highest piece out sets.

Rule 2*d.*—The setter is not allowed to draw any pieces until his opponent has played; then he may take the whole, or none, as he pleases.

Rule 3*d.*—The pieces in all cases, after the original hands have been drawn, to be placed in a line, each player drawing from his own end.

Rule 4*th.*—When A. blocks the game, B. is compelled to draw the remainder of the pack, or cards. If the double of the suit upon which it is blocked is still in the pack, and B. draws it, he then compels A. to draw the balance.

NOTE.—A difference of opinion exists, but without cause, as to the 4th Rule. 1st, A. blocks the game, and the double

is in the pack; B. draws then as a matter of course. 2d, A. blocks the game with the double in his hand; B. does not know where it is, and has to draw. 3d, A. blocks the game, the double already in. Now B. being compelled to draw on all other occasions, he must certainly in this—it being one of the principles of the game, that all the pieces come in requisition.

Although the preceding Note is clear and explicit enough for those acquainted with the Draw Game of Dominoes, yet in order to be prepared for an argument with those who disbelieve in this matter, the author has thought it incumbent upon him to make some few remarks concerning the same.

The belief seems to be almost general among individuals, that after the game has been hermetically sealed, that they ought not, nor cannot be compelled to take the remainder of the pieces. This is an erroneous impression, beyond doubt, and owes its origin entirely to the Block Game. The Block Game and Draw Game differ very materially upon this point, the former being intended in every respect for blocks alone (without the aid of the other pieces), while blocks in the latter (in accordance with its name), are intended solely and purposely to compel the opponent to draw.

Not wishing to extend these remarks, the writer will conclude by giving the following, which he believes will be satisfactory :

The definition of the word block is to obstruct, and hence the abrupt termination of all Block Games. The definition of the word draw is to pull, and hence upon all occasions where there are pieces left, and the game is brought to a premature close, it is always done for the single purpose of compelling the adversary to draw the remainder of the pieces.

Rule 5th.—A player taking, or turning, one of the line pieces, his opponent compels him to retain it.

Rule 6th.—A piece once down, and hands off, cannot be taken up without the consent of the other party.

Explanation.—In the matter of opinion (in which there is some difference), as far as relates to the rights and powers of the player, in calling or retaining upon the table a piece which has been exposed in an attempt to play, or been misfitted in the game, the writer would briefly remark, that in the absence of authority custom has sanctioned such law. It must be apparent to the player, and especially so if there be money pending, that some guard or check should be placed upon these false movements, which, if they were permitted to be exercised with impunity, could in some of the games, where three and four are interested, give indications as to the locality of certain pieces, and by this means procure an advantage. Although these false movements do not materially

affect the Draw or Single-Handed Games, if we except only that of delay, yet the same rule is applicable equally as much in one as in any of the rest of the games. Custom, then, sanctions to opponent the right of call; but in case the piece so called matches both ends, the opponent has no right as to its disposition—because the called piece not having made an actual play, and still being in possession of the party, he alone is entitled to the right of choice; but, if the piece so exposed will not match at all (which will permit the same intrigues to be carried on), all power over said piece departs from the owner, and the opponent has the undoubted right to retain it upon the table, until an opportunity offers for it to play; should it happen that the piece so called matches both ends, the opponent is vested with absolute power to dispose of it as he may think proper. In case of an actual misfit, when it is seen immediately, the piece shall be retained by opponent, as in the case of an expose; but if it is not discovered until it has been played upon, then the opponent of the player so offending shall in his vested rights declare, whether from benefits the game shall proceed, or from disadvantages demand a new shuffle. In case of a knock on the part of a player, and discovering almost immediately that he can play, his opponent cannot deprive him of his right to play, provided he calls time prior to his adversary actually matching his piece, and thereby continue the game. From

the fact, then, that the game is in the same state precisely as when the player knocked, and no advantage having been taken of it by him whose right it was, it goes conclusively to show that he has not yet been passed, for to pass him there must be an actual play made. By giving information, then, prior to a pass, that he can play, it restores to him beyond all doubt his right and privilege so to do. It might be argued here, that the knock exposes the hand, and gives the right to a new shuffle; this cannot be because he is in time; if he be out of time, and has been passed, then he is actually guilty of renigging, which the opponent may take advantage of, by ordering, as in the case of mis-fits, a new shuffle. In extension, let it be observed, that if these matters are not discovered until the conclusion of an end, the rights and powers heretofore granted to the players cease with the end, and become like something past and gone.

It is imperative upon the domino-player, that while the end is playing, silence, as in the game of Whist, should be observed.

The Draw Game being ranked as the great original, it is natural that all the rules and calculations should emanate from the same. In consequence, then, of the 6th Rule of the Draw Game affecting materially the Four Handed Match, and all the Skin games, it is deemed necessary for future reference

to illustrate these rights and powers, and show in the different games who is possessed of said power.

In the Match Game, the parties play in connection, and of course rank as one. On him, then, who calls and retains, this whole matter devolves, and he cannot recall either without the consent of his partner. In the disposition, also, that he is about to make with a retained piece, he can consult with his partner as to the best way of playing it, but it is imperative that he must himself make the final disposition of it.

So in the 14 Piece, and all other Skin games, he who calls first, and first discovers a mis-fit, is alone entitled to the rights and privileges permitted in the Draw Game.

The author would also remark, that a person playing, or setting out of his turn, whether it be Draw or Block Game, incurs the same penalty as in a false attempt to play, or misfitting in the game.

Rule 7th.—Game 100 or 1000 up, as the parties may agree.

CALCULATIONS OF THE DRAW GAME, AND OTHERS.

Hooks and Ladders.

Of Hooks and Ladders there are 21, viz., one on every two-end piece. The seven doubles are not included in the list of Hooks and Ladders, for the simple reason that none can be got with them; neither do they alter the complexion of one, nor are they at all mentioned in the calculation from which the count of a Hook and Ladder is derived; but they are used as a kind of lever, to guard and strengthen the hand, and thereby prevent the ends from being broken.

The 21 Hooks and Ladders.

0|1	0|2	0|3	0|4	0|5	0|6	1|2	1|3	1|4	1|5	1|6
120	114	108	102	96	90	108	102	96	90	84

2|3	2|4	2|5	2|6	3|4	3|5	3|6	4|5	4|6	5|6
96	90	84	78	84	78	72	72	66	60

The High and Low Count.

The highest count made from a Hook and Ladder, is, with

0's and 1's, 120. The lowest count from a Hook and Ladder, is, with 6's and 5's, 60; showing a regular decrease of 6 caused by the difference of the suits played, from the top Hook and Ladder to the low one.

Thus—Top Hook and Ladder.

1|1 1|0 1|2 1|3 0|4 0|5 0|6———1|1 set.

Low Hook and Ladder.

6|6 6|5 6|2 6|3 5|4 5|1 5|0———6|6 set.

Explanatory.—The reader is informed, that under peculiar circumstances the high and low counts of Hooks and Ladders can be exceeded; but they do not in any manner or shape affect the calculations of the same. By referring to title headed "*Original Hands*," he will discover where the player, in his first seven pieces has a Hook and Ladder, and one piece too many, which circumstance enables him to get a play ahead of his opponent, and so make Domino before the Hook and Ladder has been completed, which will at times exceed the high count of 120. To show the reader, also, how the standard counts of Hooks and Ladders, from indifferent play, can be exceeded, let him take the following illustration as a sample, which is the great Hook and Ladder on aces and blanks:

2 4 **6** 8 11
0|3 1|2 0|4 1|5 1|1 (1|6 2|2 6|5 6|4 6|2 5|3 5|4 4|2 2|3 6|3 6|6
5|5 5|2 4|4 4|3 3|3)

0|0 set.—Count, 127.

1 3 5 7 9 10 12
0|0 3|1 2|0^{all} 4|1 5|0^{all} 0|1 0|6

To Calculate the Count of a Hook and Ladder.

You add the two suits together—multiply that by 6, the number of times these suits play—subtract from this amount 6, the gradual decrease of count on every suit from the high Hook and Ladder—subtract this amount from the standard, 120, and you have the count.

Hook and Ladder, Double Dead.

The player in this case must add dead double to his spots, after making his calculations.

Hook and Ladder different from Double Set.

The player in this case, after making his calculations, must deduct this double from his opponent's spots, it being already played out of his hand, and having no connection with the Hook and Ladder, but becoming one by accident, or inferior play, thereby changing suits. The same cannot apply to a set changing both ends of a piece, because a Hook and Lad-

der differing from either end cannot be got, in consequence of the suits conflicting. But a Hook and Ladder changing one of the ends does not subject the player to make the above deduction, it being ranked among the regular Hooks and Ladders, and the piece itself forming one of the connecting links to said Hook and Ladder.

Explanatory to Hooks and Ladders.—The words Hook and Ladder, the author is aware, must sound to intelligent men perfectly ridiculous. This slang term, for a title, if it may so be called, originated from the fact, that in the Fire Department these indispensible articles were purposely intended to form a conjunction. So, if the reader pleases, is the case in these remarkable hands, they forming a conjunction within themselves, being comprised of but two running suits to each Hook and Ladder, embracing at the same time seven different suits, the hand being composed of seven pieces, including the double, which does not constitute a change of suits, the seven suits compressed by the aid of the connecting piece or link, to said Hook and Ladder into six pieces, while the double makes up the seventh. By the changing of these suits, the aspect of this hand will look altered, but the same Hook and Ladder results always accruing, the writer here deems it futile to make any notice of such changes. It is necessary to state, that these two run-

ning suits force each other, until the end is brought to its close. The remaining pieces, then, not connected with the Hook and Ladder, are entirely shut out, and the count which will fall to the winner can be properly ascertained, by referring to pages wherein these calculations have been extensively and accurately made.

Hooks and Ladders can be got (and they will operate also), without the aid of the connecting piece, provided a piece with two ends is set, and the party drawing gets both doubles. So, also, the connecting piece itself can be set, and like the former, by having both doubles (which is imperative) the Hook and ladder will operate. But, when a double is set, it is obligatory on the part of the player to have the connecting piece, for, in the absence of that double set, nothing short of it, viz., the connecting piece, will permit the Hook and Ladder to proceed. Also in cases where a Hook and Ladder is got, different from the double set, occasioned by opponent putting in one of the doubles of the Hook and Ladder suits, the possession of the connecting piece is again absolutely necessary.

An Original Hand.

An original hand of 7 pieces, viz., 6 blanks and two aces, (1|1 being set), being a Hook and Ladder and one piece too many, will not, from its originality, differ much from High

Hook and Ladder. The pieces comprising the Hook and Ladder, which are left with opponent, must be made up by taking the largest that he can play from his other pieces, which will sometimes, from their different arrangements, fall one spot short, and at times exceed the standard count of high Hook and Ladder, viz., 120.

The arrangements here spoken of, and the changes mentioned on the same, and other pages, is the exchanging of the suits between the winning and the losing hand.

The player is here informed, that the set of 0|0 will produce the same Hook and Ladder results as the 1|1. But the object here is to show, that when the blanks in these original hands are in the losing hand, instead of the aces, the player of said hand will always find among his other pieces one sufficiently large to overbalance those that are left of the opposing suit, and consequently to always make the count less than the standard, viz., 120.

The set of double blank shows the count to be 2 and 3 spots less than the highest standard, viz.: three changes brings it to 117, and two changes brings it to 118. The set of any of the other blanks, through all their different changes, show the same result as the set of double blank, blanks being left, and blanks counting nothing.

The next set in the order of these hands is 1|0. When the connecting piece of any of the two suits run is set, caused

by the exchanges, the winner will have but 5 of a kind, instead of 6, he having, which is imperative, the double in place of it. Further remarks are unnecessary concerning the same, the production being precisely similar to that of the double set. The change of the hand now is, the taking of 1|1 in in place of one of the blanks. This hand, to play it in all its changes, does not differ at all from the set of 1|1, viz., 3 changes brings the count 119, and the other two brings it even to the standard.

The next set in order is 1|2, [winning hand], 6 blanks and two aces. Now the blanks are brought to bear from the deuces, and this hand played through all its changes, shows, from different arrangement of the pieces, to twice count even up to the standard, and twice one more than standard, actually making the count 121—one more spot than can be made from high Hook and Ladder.

The next set, 3|1, is precisely the same as 2|1, two changes showing the count 120, and two showing 121.

The set of 4|1 shows two changes at 119, and two at 121.

The set of 5|1 shows two changes at 119, and two at 120.

The set of 6|1 shows two changes at 119, and two at 120.

These sets, the reader must bear in mind, emanates from the losing hand. Should the winning hand, when the aces and blanks are to be run, make such sets as 6|1 5|1 4|1 &c., of course the Hook and Ladder part is broken, and no such

counts can be produced. The set of the connecting piece of the two suits to be run, however, may be made by either party, that in itself making no difference.

It may be well here to explain, why the set of 1|1 and 1|0 shows 5 changes, when the balance of the set of aces only produce 4. The cause is plain. Take the set of 1|2 as a guide and fac-simile of the rest, and it will be seen that the blanks must be brought to bear from the deuces. Now in order to effect this, the 2|0 (which is one of the changes when 1|1 or 1|0 is set), must be retained in the winning hand, in order to start the blanks, and hence the difference. These hands do not differ, nor alter the count or calculation of a Hook and Ladder, but are one in substance, with an extra piece, which from the fact of his having no other pieces to impede him, he, from its great power is enabled to get an extra play, and so go Domino, leaving two of the opposing suits of the Hook and Ladder behind, which in order to make up for, he must take the largest piece he can play from his other pieces. This generally will make the loss about equal to the high Hook and Ladder, sometimes falling one spot short, equalising, sometimes exactly, and sometimes, as in the case of 1|2 1|3 and 1|4 actually going up one spot above the standard. This is easily accounted for, from the fact that the two pieces left of the opposing hand will sometimes count one more than the highest piece that will play from the other

pieces, thus making the count 121. The player will here observe, that it depends altogether upon the situation of these aces as to the count. If small aces are left, a piece can be found to match it; if, on the contrary, large aces are left, no single piece can neutralise it.

Having noticed the set of aces in all its parts, (in these extraordinary hands), the mention of other suits, on account of its great length, would be altogether superfluous, they all falling in their proper places, and showing a like order of things.

It may be well here to remark, that after the suits have been played through, in the order before described, and with the blanks as the winning hand, it will be seen that they, viz., the blanks, fall in the main body of the pieces, and the aces, the next winning hand in order, resumes their place. Now it being in the power of the player of the winning hand, to reserve one of his smallest aces until his last play but one, prior to Domino, he exercises that prerogative, and plays the 1|0. (When the 1|0 exchanges, 2|1 being the connecting suit, the next 3|1 shows like results, viz., 110. When 1|4 1|5 and 1|6 exchange, they show the count one less, viz. 109.) [Standard, 108.] This leaves no piece among the others to equalize the other two that are left of the opposing hand, unless he takes the highest blank, which is 0|6. This, it will be seen, does not equalise it, and as the suits increase, it still becomes a greater minus, and leaves the loser but one

alternative, that of making a close play of his hand, and adding (this his last,) to his already doomed pieces. The player will here observe, that these regular Hook and Ladder counts decrease in proportion as the playing suits increase; and so in like manner will the spots on this one piece keep swelling above these standards, in the ratio that the large pieces are drawn off and the lesser ones placed in their stead.

Explanatory to Original Hands.—It becomes necessary and highly important before concluding these remarkable hands (which from their great intricacy and blindness of character are to the most discernable mind almost wrapt in mystery), to give, if possible, a more full and explicit account of them. The reader will discover at page 17 the commencement of these hands, which embraces the two lowest suits first, and by going regularly through them, it shows the different changes of the counts, as produced by said changes. It was the opinion of the writer at this period, that to notice the aces and blanks in their several changes, would be sufficient to serve as a guide for the rest, but experience and reflection has made it a matter altogether different.

Notwithstanding these curious hands will, to the general reader, always appear mysterious, yet the writer feels san-

guine that the explanation about to be given will be satisfactory to those at all acquainted with the Draw Game.

The reader will perceive in the six preceding pages, a full and succinct account of the two smallest suits, viz., the aces and blanks, where the standard of this regular Hook and Ladder count is 120, all their different changes, after the double has been set, (said double not constituting a change of suits.) He will also discover at same pages, that when the double is set in this extra Hook and Ladder hand, it never surpasses the high count, but, on the contrary, it at times falls one spot below it. But if instead of setting the double ace the player should substitute one of his other aces, making it thereby a piece with two ends, it will be seen that they twice come even to this standard, and twice one more than standard, just in proportion as the playing suits are left, the smallest, as a matter of course, balancing accounts, and the largest actually running one spot over—and even here should the unfortunate holder of this hand become alarmed at the dreadful prospects before him, and omit to put in his double ace, the count would still be augmented, and actually made to count 122, two more spots than the regular high Hook and Ladder.* It must be evident, then,

* The largest count that can be made with these original hands, is 129. To effect this, the winning hand must set, and the loser, to ascertain what can be lost, retains his 6 | 1 and 1 | 1 and plays his other aces.

to the player, that in these extra Hook and Ladder hands the double is the correct set, the others at times producing mongrel counts, in accordance, as has been before stated, to the suits left, and showing great evidence that they are the production of inferior play. This is the only regular count that sustains itself in the whole range of Hooks and Ladders. With these extra hands, as soon as the blanks merge into the other pieces, the standard counts of the remaining Hooks and Ladders are all exceeded for the want of a high piece to equalise those that are left, as the sequel will show.

On the 1's and 0's, as has been shown, the count falls on blanks two and three, and on aces even, and one spot below the high standard, viz., 120.

On the 2's and 1's, 2 spots above her standard, viz., 108.

"	3's and 2's, 4 spots	"	"	96.
"	4's and 3's, 4 spots	"	"	84.
"	5's and 4's, 6 spots	"	"	72.
"	6's and 5's, 8 spots	"	"	60.

The reader is informed that the decrease and increase of spots above and below these standards, has been illustrated from the correct set, viz., the doubles. Should a piece with two ends be set, then, at times, (as has been seen,) these standards, always excluding the set of the blanks, can still be augmented one.

The intermediate suits running from the 6's and 5's down

to the 6's and 0's, show the same results as their leader, except when it comes into 6|2 6|3 and 6|4. By these pieces changing into the winning hand, it will be perceived that the next smallest pieces which will be left are 6|1 and 6|0, which instead of making the count 8 above the standard, as all the rest do, these two produce by such exchanging, one less, making 7 spots above this standard count. It must be borne in mind, then, by the player, that all the other intermediate suits proceed in similar style, making, of course, allowances for the difference of suits as they progress, and keeping at the same time a correct account of all their different standards. To reverse these suits, the player will discover that the count diminishes in the exact ratio that the suits change. Thus, 6's and 5's, then 5's and 6's. So, also, when the count falls below the standard, as in the case of aces and blanks, the reversion of the suits sinks it still lower, in equal proportions as said pieces count; thus, 1's and 0's, then 0's and 1's.

Counts made from 7 of a Suit—Draw Game.

On 6's——48	The disparagement of these counts is accounted for by the different suits left by the opposing hand after original hand plays out.
" 5's——48	
" 4's——54	
" 3's——60	
" 2's——62	
" 1's——64	
" 0's——66	

Mode of Playing these Hands.

The opposing hand puts in a double the first play he makes, which secures him one end at once, and enables him to open his suits twice, and so forth.

Remarks.—The reader will discover ere he closes this book, that the author has not only given the largest counts in the different games, from what would be considered correct playing, but he has also shown in the same games, and for the single purpose of deciding wagers, how these same counts can be augmented, from negligence or design.

In the Draw Game the writer represented only the Hook and Ladder hand, and what he terms original, or extra Hook and Ladder hands. Seven of a kind being a peculiar hand, he would call the attention of the player to the fact, that if the party holding seven blanks is favored to the utmost extent, for the purpose of ascertaining the most spots that can be left unplayed, the enormous count of 131 can be made, the very highest, under any and all circumstances, as the following illustration will show:

2 5 9
1|2 3|4| 5|1 { 6|6 4|4 5|3 3|1 4|1 1|1 6|1 6|5 5|4 6|3 6|2 3|3 2|2
2|4 5|5 6|4 2|3 5|2

[0|1 set.]

1 3 4 6 7 8 10
0|1 2|0^{all} 0|3 4|0^{all} 0|0 0|5 0|6

The Set and Medium of Counts.

The advantages of the set in the Block Game are thought to be worth 10. The probable cause of a player purchasing his opponent's set for 10, is derived from the fact, that with an equalization of pieces the game turns on 6|6, making 12 a medium count. Hence the offer of 10, with a view of chancing it for more. But in the Draw Game these matters are reversed, the drawer having an advantage similar to the above.

Even Blocks.

In all cases of a block, where the pieces are in requisition, (if not a tie), it shows an even number of spots above or below. The cause of their never becoming odd, is in consequence of the suits all running even; therefore making the difference between the two hands always show the same result.

It must be borne in mind here by the reader, that this calculation is not applicable to the Nine Piece Game, or Four Handed Skin Game. When the pieces are divided among three or four players, and said players acting each for himself, the remainder of the pieces after a block are of course counted separate and distinct. This, it will be seen, permits the difference to be either even or odd, just as chance may will it.

Preliminaries to be Settled Previous to a Match being Played.

1st. The rules of the Draw Game shall be strictly conformed to.

2d. The player who sets shall shuffle first, and his opponent last.

3d. A reasonable time shall be allowed for a player to draw, and play his hand. But a player who shall for other purposes wantonly delay the game, shall forfeit the same.

4th. Each player shall appoint a game-keeper, or judge, whose duty it shall be to keep a strict account of the game, as it progresses, and settle all differences between the parties. If the two judges cannot agree, then a third and disinterested person shall be called in, whose decision shall be final.

5th. These two judges shall procure a private room, where the match shall be played, or rather commenced, at the appointed hour, and continued until the end, without intermission, and without either party leaving the room.

6th. It shall also be imperative on these two judges, not to admit, on any pretence whatever, any individual to the room, except the person making said match.

7th. The judges shall, one hour previous to the match taking place, procure a well assorted pack of Dominoes. The winning party to pay for them, as also for room hire and refreshments.

8th. The parties making this match shall give a good man each, as security, that the money shall not be sued for, only in case of fraud, well substantiated.

Before proceeding with the Block Game, it will be appropriate here to mention, how Hooks and Ladders operate in the Partner Game, Nine Piece Game, and Skin Game. (Hooks and Ladders in the Fourteen Piece Game are similar to those in the Draw Game. No Hooks and Ladders can run exclusively between the partners, in consequence of the opponents on the left and right never being short but three suits each, while a Hook and Ladder is composed of seven suits, which fact enables them to crush it. The Hook and Ladder, then, cannot be carried on wholly and solely except by him who has it, and his right hand opponent. The question then arises—how can the count be correctly ascertained? And here I would remark, that the calculation so successfully made use of in the Draw Game, is of little or no service in this case, because in the Partner Game the pieces left are counted in connexion, and their being two opposing partners that have not played at all, (the character of whose hands no human being could discover, unless shown), renders the count in this case (like general blocks), a matter of uncertainty.

Hooks and Ladders in the Three Handed Nine Piece Game, are played by the parties as mentioned in the Partner

Game. Here again is the difficulty of telling the count, on account of their being 2 pieces left by the party having the Hook and Ladder, and 4 pieces left by him who opposes it, while the 3d hand does not play at all. Unless the party then holding the two pieces is positively sure that they count less than his opponent's 4, the count, like the former, will be uncertain. But in the Four Handed Skin Game, where the same parties conduct the Hook and Ladder, there is a wide difference. Here every one plays for himself, and the party having the Hook and Ladder holding but 7 pieces, he makes Domino, which brings the calculation (mentioned in the Draw Game), into full force, and which will enable him at any time to call his count.

BLOCK GAME OF DOMINOES.

FOURTEEN PIECE GAME.

This game is played by two persons, the pieces being divided—the 6|6 setting first, and in rotation afterwards.

The largest count made in this game, is 85.

Thus—1|1 set.

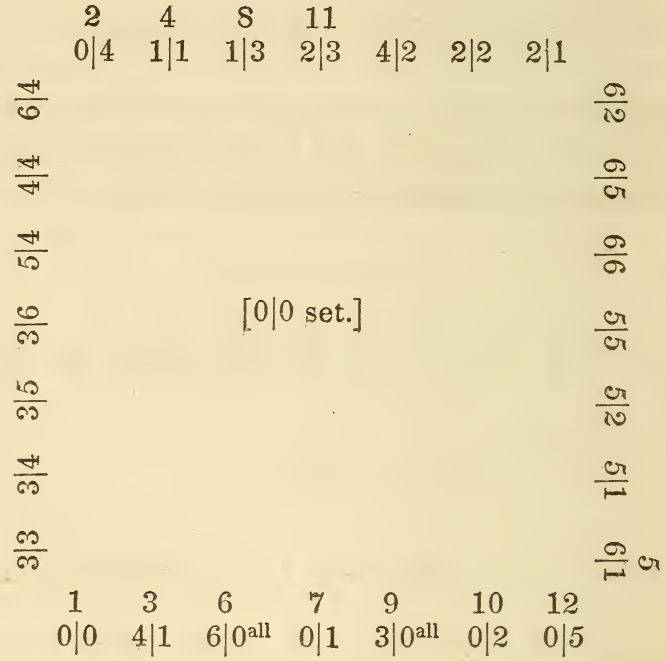
1	8		5		3	6	4	2	7						
1|1	1|0	all	1|2	all	1|3	0|4	0|5	0|6	0|0	2|2	3|3	2|3	2|4	3|4	5|2

FOUR HANDED, OR PARTNER GAME.

This game is played by four persons, each choosing, or drawing for partners, as they may agree—taking 7 pieces each—6|6 commencing.

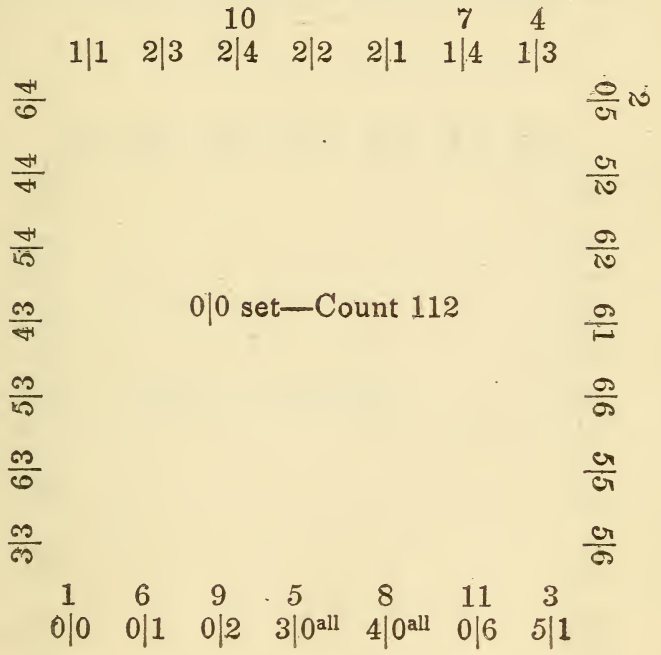
The largest count made in this game from correct playing, is 111, produced by the extra Hook and Ladder Hand—the ordinary Hook and Ladder hand, in this instance, showing a smaller count.

Illustration.



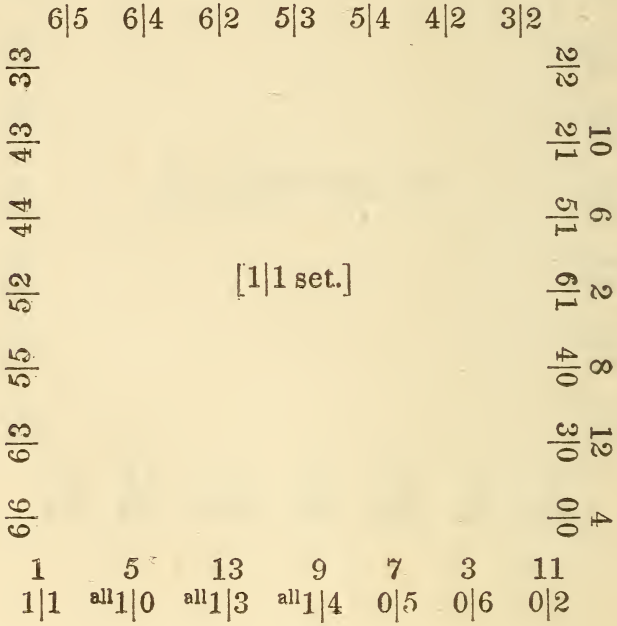
The following illustration shows what the largest count can be in the Four Handed, or Partner Game, from inferior play :

Illustration.

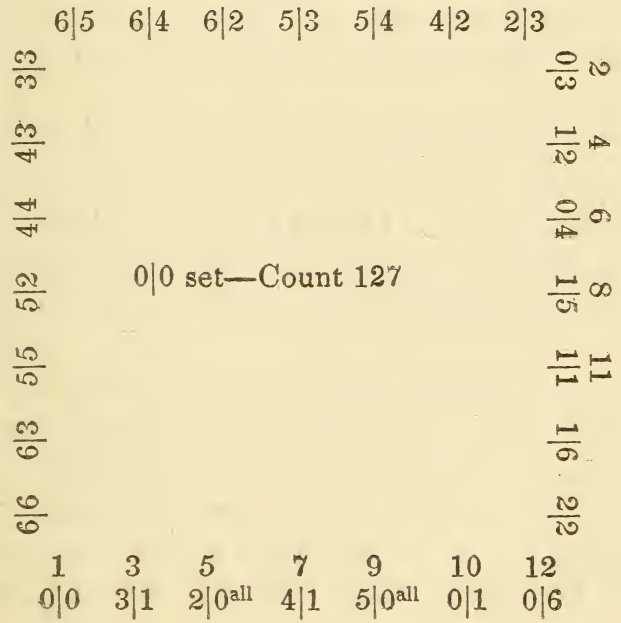


FOUR HANDED SKIN.

This game is played by four persons, each looking out for himself, having 7 pieces each, and 6|6 taking the lead as before. The largest count in this game is 120.



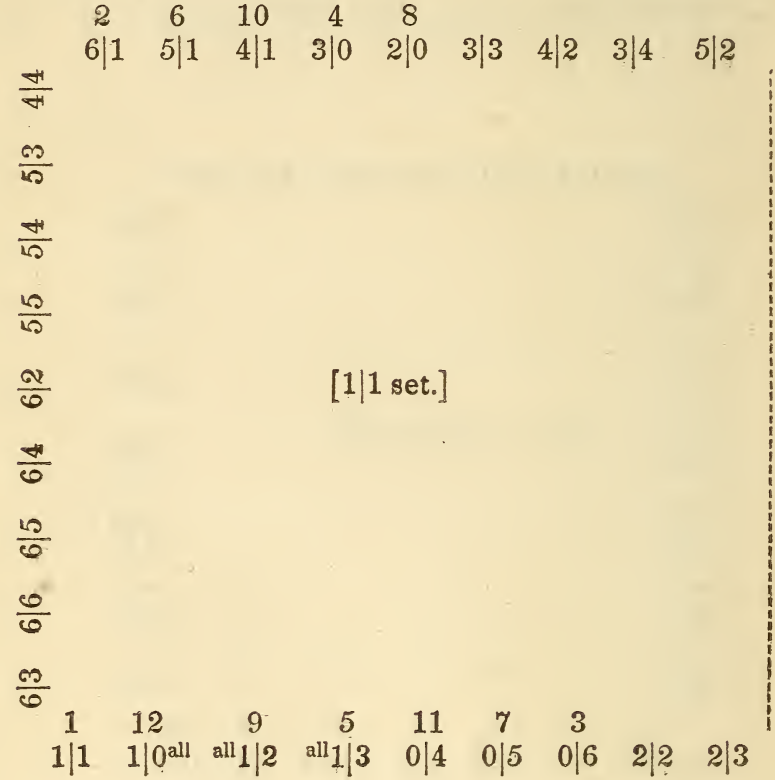
The following illustration shows what the count can be in the Four Handed Skin Game, from inferior play.



THREE HANDED NINE PIECE GAME.

This game is played by three persons, each taking nine pieces.—[0|0 exposed]—every man for himself, and 6|6 making the first dash, as usual.

The highest count in this game is 111.



The illustration just left being the last of the four regular Block Games, the author will take this opportunity to make some few remarks concerning the same.

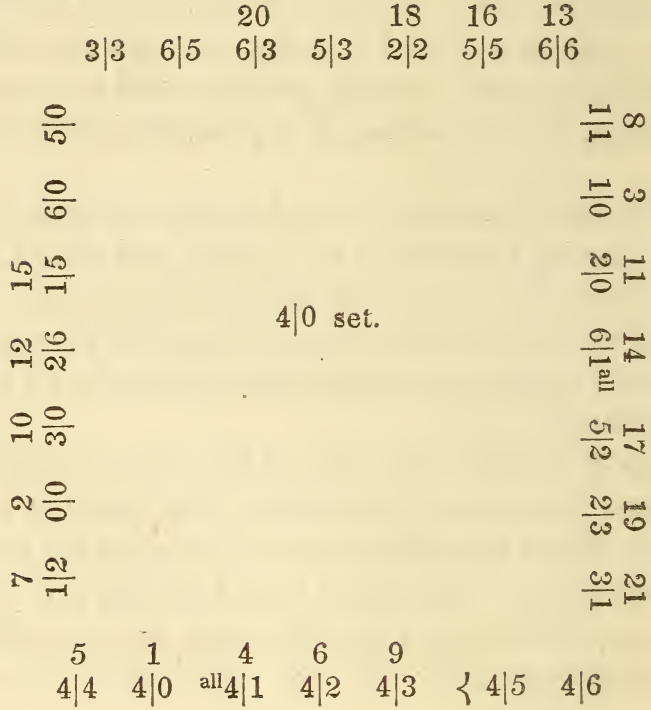
It is, of course, useless here to mention, that the Match Game is a partnership game altogether, the pieces always counted in connexion, and the parties, of course, always ranking as one. But the object in so doing, is to impress upon the mind of the player the importance of respecting the eldest partner's hand. When it is remembered by the young partner, that he is 3 to 1 a junior, he ought not, of course, supersede his senior. In only one case could it be sanctioned by a player, viz., the holding of a powerful and tremendous hand.

It will not be improper to mention, also, that when the parties are playing a Skin, of 7 or 9 pieces, and after a block it is discovered that the parties are all a *tie*, but one, and this one holding the most spots, they, (the spots in this one hand), are divided among the winners, the odd spots in all cases not to be counted.

Before concluding this part of the work, it may not be amiss here to mention to the reader, that seven of a suit in the Draw Game inevitably wins, and yields at the same time handsome counts. The object here, however, is to illustrate to him how these same powerful hands can be defeated in the Block Games.

Not wishing to trespass upon his time, and one illustration being all sufficient to establish the fact, the writer has selected the Four Handed or Partner Game for the purpose alluded to.

Illustration.



It will be seen by the foregoing illustration, that but two of the seven fours are left, which is all that can be in the Fourteen Piece and Nine Piece Games. But in the Four Handed Match, and Four Handed Skin Game, the pieces can be arranged and played so that the number can be four.

These apparently are about all the real games that are played. The author and inventor of Dominoes made 28 pieces the foundation of his game, comprising 7 full suits, and intending all to become active. It is but reasonable to suppose, then, that nothing save a full requisition of pieces can be construed into a game.

FINALE TO REGULAR GAMES.

QUESTIONS & ANSWERS, ILLUSTRATIONS, &c., &c.

In submitting the following questions, the author would respectfully remark to his readers, that they originated entirely with himself, for the purpose of eliciting the many curious matters appertaining to Dominoes. Although many of these questions might not happen during the allotted time of man, yet in order to be prepared for chance, he has thought it prudent to place them on record.

QUESTION 1st.

What caused the introduction of doubles? what share do they take in the game? and is it proper to enumerate 7 of a suit, or 8?

ANSWER.

The doubles in themselves are perfectly natural, as much so as any of the other suits. In order to prove the fact, it is

only necessary for the reader to examine the following illustration, which shows, that in the forming of this matter, it becomes similar to the counting of figures, which in their proper place always show two of a kind.

0|0	1|0	2|0	3|0	4|0	5|0	6|0
0|1	1|1	2|1	3|1	4|1	5|1	6|1
0|2	1|2	2|2	3|2	4|2	5|2	6|2
0|3	1|3	2|3	3|3	4|3	5|3	6|3
0|4	1|4	2|4	3|4	4|4	5|4	6|4
0|5	1|5	2|5	3|5	4|5	5|5	6|5
0|6	1|6	2|6	3|6	4|6	5|6	6|6

The combination now being complete, they, (the doubles), are turned to an excellent account, viz., that of acting as a guard, or check, upon all the suits. With this curb, if it may so be called, the game is brought to bear upon the exclusion of these doubles, and there being precisely enough of a suit

to cause such exclusions, it prevents at all such times Domino from being called, and produces at the same time a beautiful and lasting excitement.

It is worthy of remark, also, that in the most important game of Dominoes, viz., the Draw Game, and in the great calculation, viz., that which ascertains the count derived from a Hook and Ladder, no mention is made of the doubles (which compose a part of said Hook and Ladder), because they have not the power in themselves to change or add to the suits. In consequence of this, the matter devolves itself on the changeable suits, and having for a guide the great standard count (which is done by actual illustration), the calculation is proved without the aid of the doubles. Believing, then, the fact to be clearly established, viz., that the doubles perform but the functions of any other of their kind, it is very evident that it is proper to enumerate 7 of a suit, which corresponds exactly with the 7 suits, and the compression, also, of the whole in 7 pieces.

QUESTION 2d.

What is the greatest number of suits that hands can be short, in the Draw Game, 14 Piece Game, 9 Piece Game (0|0 exposed), 4 Handed Match Game, and 4 Handed Skin Game?

ANSWER.....*Draw Game.*

1st 7 pieces—6|5 6|3 4|3 5|4 4|4 5|3 6|6—3 suits short.

2d 7 pieces { 6|3 2|3 2|4 2|6 2|5 6|5 3|3
6|4 6|6 5|5 4|4 3|4 5|4 3|5 } 2 suits short.

3d 7 pieces { 2|2 2|1 6|6 6|1 4|1 6|3 4|4
4|2 3|1 5|6 3|3 5|1 6|4 1|1
5|3 5|5 4|3 5|4 3|2 2|6 2|5 } 1 suit short.

14 *Piece Game.*

6|5 5|5 4|3 3|3 6|6 4|2 4|4 4|5 3|2 3|6 5|2 6|4 6|2 5|3
2 suits short.

9 *Piece Game.*

0|0 exposed—3|4 5|6 5|5 6|6 4|4 4|5 6|4 6|3 5|3—3 suits short.

4 *Handed Match Game and* 4 *Handed Skin Game.*

3|6 6|4 5|4 3|5 4|3 4|4 5|5—3 suits short.

The author, in illustrating the greatest number of a suit that a hand could be short in the different regular games, made no mention at all of what the number would be in the opposing hands. It being of some importance to the reader to know what number of suits each and every hand can be

short, he is respectfully requested to peruse the following, which gives the amount for all the regular games.

Draw Game.

In the Draw Game, as has been seen, with the original 7 pieces, said hand can be but 3 suits short, while the opposing hand of 21 pieces will not be short at all. By the time the second 7 pieces are drawn (and a little before), which is 14 pieces, said hand can be but 2 suits short, while the opposing hand of 14 pieces, like the opposing hand of 21 pieces, will not be short at all. By the time the third seven pieces are drawn (and, as has been remarked, even before), which is 21 pieces, and all that can be taken, said hand can be but one suit short, while the opposing hand, like the former ones, will not be short at all.

14 *Piece Game.*

In the 14 Piece Game, too, as has been seen, the first hand can be but two suits short, while the opposing hand of 14 pieces will not be short at all.

9 *Piece Game*—0|0 exposed.

In the 9 Piece Game, also, the first hand can be but three suits short, the second hand but two suits short, while the third will not be short at all.

Match and 4 Handed Skin Game.

In the 4 Handed Match Game, and 4 Handed Skin Game, also, the first hand can be but three suits short, the second hand, also, three suits short, and the third hand three suits short, while the fourth will not be short at all.

The reader will understand that these are the largest number of suits that hands can be short. He must also bear in mind, that they can be distributed among the parties so that they will all more or less feel it, the distribution ranging from three down to two, one, and nothing. The author would also remark, that in order to illustrate these matters, the hands in the illustrations on page 43 can be taken as a guide.

QUESTION 3d.

What is the largest number of any one suit that the parties can hold in playing the Draw Game, 14 Piece Game, 9 Piece Game, 0|0 exposed, 4 Handed Match Game, and 4 Handed Skin Game.

ANSWER.....*Draw Game and* 14 *Piece Game.*

1st hand—7 of a suit.

0|0 0|1 0|2 0|3 0|4 0|5 0|6 ⟨ 3|1 2|1 5|5 4|5 5|3 5|2 5|1

2d hand—6 of a suit.

6|6 6|5 6|4 6|3 6|2 6|1 ⟨ 2|3 3|3 2|2 1|1 4|4 4|3 4|2 4|1

9 *Piece Game*—0|0 exposed.

1st hand, 7 of a suit—	6|6	6|5	6|4	6|3	6|2	6|1	6|0	(1|1	1|0
2d " 6 "		5|5	5|4	5|3	5|2	5|1	5|0	(3|2	3|3	2|1
3d " 5 "			4|4	4|3	4|2	4|1	4|0	(2|0	3|0	3|1	2|2

4 *Handed Match Game and* 4 *Handed Skin Game.*

1st hand, 7 of a suit—	0|0	0|1	0|2	0|3	0|4	0|5	0|6
2d " 6 "		6|6	6|5	6|4	6|3	6|2	6|1	(1|1
3d " 5 "			5|5	5|4	5|3	5|2	5|1	(3|3	3|2
4th " 4 "				4|4	4|3	4|2	4|1	(2|2	2|1	3|1

The illustrations just left show the greatest number of one suit that can be held in all the hands, in any of the regular games of Dominoes. The object here, however, is merely to state to the reader, that by the time the drawer has 14 pieces (and even 13), which is one half of the pack, and one half of the pieces placed in line, the whole of two suits can be held, and by increasing the draw until he gets 21 pieces (and even 18), which is one third of the whole pack, and the whole of the pieces placed in line, the whole of three suits can be held. In the 14 Piece Game (the number of pieces being similar to that in the Draw Game, when the drawer has become possessed of 14 pieces, or one half of the pack), the whole of two suits can again be held. But in the Match and regular

Skin Games, of course but one full suit can be held, there not being a sufficiency of pieces to warrant more, as the illustrations just left will fully show.

QUESTION 4th.

What is the largest number of any one suit that can be left unplayed in a hand, in any of the regular games?

ANSWER.....*Draw Game.*

The fact of Hooks and Ladders, with the extras, being the most powerful hands, and capable at the same time of leaving as many of one suit unplayed as can possibly be left, the writer thinks it only necessary to illustrate the following one, which gives the correct amount for the five different games, with the ordinary Hook and Ladder.

2 4 6 8 10 12

0|6 1|5 0|3 1|1 1|2 1|4 2|2 5|5 4|4 { 6|6 6|5 6|4 6|3 6|2 five of a suit unplayed.

[0|0 set.]

1 3 5 7 9 11 13

0|0 6|1 5|0^{all} 3|1 0|1^{all} 2|0 4|0^{all} 4|3 3|3 3|2 3|5 4|2 5|2 4|5

In the above illustration, showing the number of a suit that could be left unplayed, the author selected the ordinary Hook and Ladder hand, regular Draw Game, for the pur-

pose of showing the number in the 14 Piece Game and 9 piece Game, the only two regular games that are strictly confined in this matter to the ordinary Hook and Ladder, as the sequel will show. The main object here, however, is to make the reader acquainted with the fact, that with an original extra Hook and Ladder hand, Draw Game (for which see article headed "*Original Hands*"), the greatest number of a suit that can be left unplayed, is six.

He would respectfully remark, also, that with a natural ordinary, and a natural extra Hook and Ladder hand, Draw Game, the same number of all the suits not connected with the Hook and Ladder itself, will be left unplayed (as per ordinary), except where the extra leaves six. In this case, one of the unplayed suits not connected with the Hook and Ladder will be four, instead of five (as per ordinary Hook and Ladder), in consequence of opponent in his last play abandoning his two Hook and Ladder pieces, and playing from among his others a larger piece. This, then, leaves six of one suit unplayed, and shows the fact, also, of one of the remaining unplayed suits to be four. [When the Hook and Ladder piece plays, then 6 of one kind and 5 of the rest will be left unplayed.] In the 14 Piece Game, and the 3 Handed 9 Piece Game [0|0 out], the same number of a suit, and the same number of suits can be left unplayed, as per ordinary Hook and Ladder, but they will, from necessity, be

distributed among the parties. The extra Hook and Ladder in these two games, it will be discovered is lame, because there is other than Hook and Ladder pieces in these hands. When the winning party then plays his extra Hook and Ladder piece, it of course opens the door for other pieces, and thus defeats upon this point this extra. In the 4 Handed Match, and 4 Handed Skin Game, also, by a careful distribution of the pieces, the same number of a suit, and the same number of suits, as per ordinary, and per extra Hook and Ladder, can be left unplayed, said suits again distributed among the parties, excepting, of course, him who holds and plays the Hooks and Ladders.

The author would also remark, that in the regular Draw Game, when indifferent play is introduced, for special purposes, the whole of two suits can be left unplayed, viz., by taking a promiscuous hand of low, or other suits, and opponent permitting Domino to be made, without a five or a six, or any other two suits being played. In this instance, portions of five more suits will be left unplayed, three of which will number two, the fourth, three, and fifth, four. In any of the other regular games, the greatest number of a suit, and number of suits, that can be left unplayed (no matter from what cause), will be in accordance with those left in the ordinary and extra Hook and Ladder hands, mentioned before.

QUESTION 5th.

How many pieces can be played in succession in the Draw Game, 14 Piece Game, 4 Handed Match Game, 9 Piece Game [0|0 exposed], and 4 Handed Skin Game? What amount of pieces (in one hand), in the Draw Game, 14 Piece Game, 4 Handed Match Game, 9 Piece Game [0|0 exposed], and 4 Handed Skin Game, can be prevented from playing? What number of pieces (in two hands), in the 4 Handed Match Game, and 4 Handed Skin Game, can be deprived of their play—and can two opposite hands in the 4 Handed Match Game, and the 4 Handed Skin Game, be excluded altogether?

The reader will discover this question embraces thirteen different illustrations, and in order to obviate an argument upon the subject, which in the end would be blind and mysterious, the writer has thought it prudent to give the illustrations themselves, which prove the facts, and renders further comment unnecessary.

ANSWER.....DRAW GAME.

15 Pieces Played in Succession.

2 4 6 8 10 12
1|0 6|2 3|0 5|4 2|0 4|3 | 0|0

[1|1 set.]

1 3 5 7 9 11 In succession.
1|1 0|6 2|3 0|5 4|2 0|4 { 3|3 3|5 5|5 5|6 6|6 6|4 4|4 4|1 5|1
5|2 2|2 2|1 1|6 6|3 3|1

14 PIECE GAME.

7 Pieces Played in Succession.

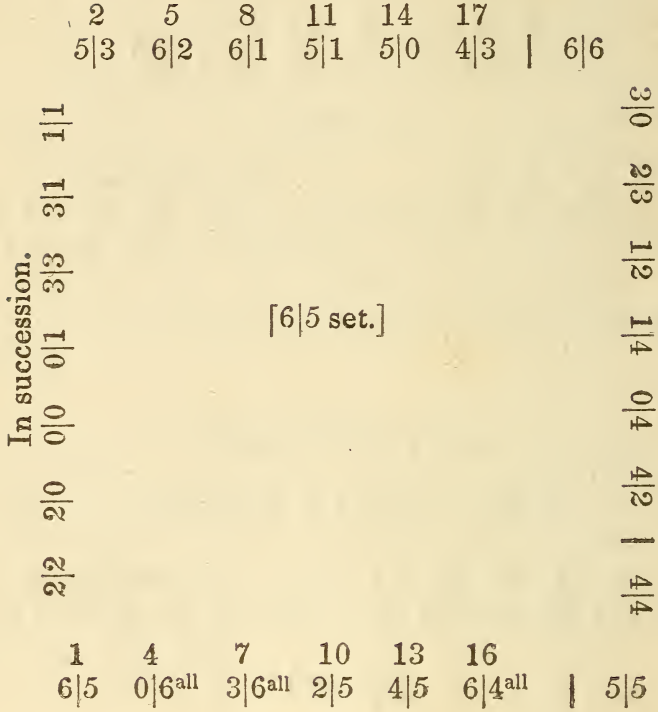
2 4 6 8 10 12 14 In succession.
3|2 6|3[all] 5|1 6|0 5|2 4|0 4|1 | 3|0 2|2 2|1 2|0 1|0 0|0 1|1

[3|3 set.]

1 3 5 7 9 11 13 15
3|3 2|6 3|5 1|6 0|5 2|4 3|4 1|3 | 6|6 5|5 4|4 6|5 6|4 5|4

4 HANDED MATCH GAME.

7 Pieces Played in Succession.



9 PIECE GAME—0|0 Exposed.

7 Pieces played in Succession.

2	4	6	8	10	12	15	18	
6|2	5|0	6|1	5|3	6|4	4|4	3|4^{all}	4|1	5|5

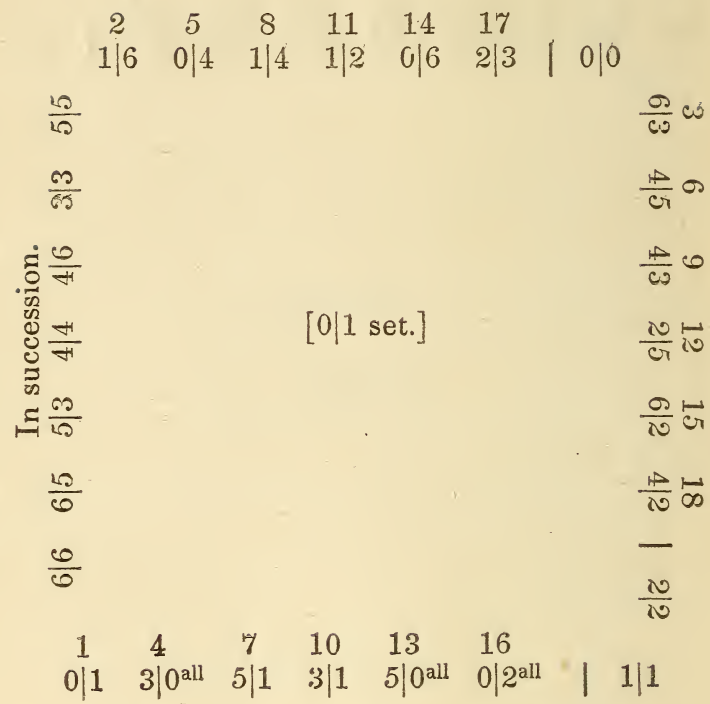
1|0
2|0
2|1
14
3|0
3|1
3|2
In succession.
1|1
17
2|2
3|3

[5|6 set.]

1	3	5	7	9	11	13	16	
5|6	2|5^{all}	0|6	1|5^{all}	3|6	5|4^{all}	4|0	4|2	6|6

4 HANDED SKIN GAME.

7 Pieces played in Succession.



DRAW GAME.

15 and 16 Pieces prevented from Playing.

2	4	6	8	10	12		Excluded.									
0|5	1|1	0|6	1|3	0|4	1|2	{	6|4	6|6	5|6	5|5	5|3	3|3	5|4	4|4	2|5
						{		4|3	4|2	2|2	6|3	2|3	6|2		

[0|0 set.]

1	3	5	7	9	11	13
0|0	5|1	1|0^{all}	6|1	3|0^{all}	4|1	2|0^{all}

ILLUSTRATION

Preventing 16 Pieces from Playing.

2	4	6	8	11		Excluded.									
0|5	1|1	1|6	1|4	2|6	{	4|3	6|4	5|3	5|4	6|6	4|2	3|3	3|2	5|5	4|4
					{		2|2	6|3	6|5	5|2	3|1	2|1			

[0|0 set.]

1	3	5	7	9	10	12
0|0	5|1	0|1^{all}	6|0	4|0^{all}	0|2	0|3

The reader is informed, that in this case two illustrations have been given, for the purpose of showing the difference between the ordinary Hook and Ladder hand, regular Draw Game, and the original extra Hook and Ladder hand, same game. With the ordinary Hook and Ladder hand it will be perceived that 15 pieces have been prevented from playing, while here with the extra 16 pieces have been prevented from playing.

The player in order to ascertain the number of pieces that can be left unplayed, from reckless playing, is requested to turn to title headed "*Counts made from 7 of a Suit,*" and in the illustration which concludes that matter the fact will be discovered.

14 PIECE GAME.

9 *Pieces prevented from Playing.*

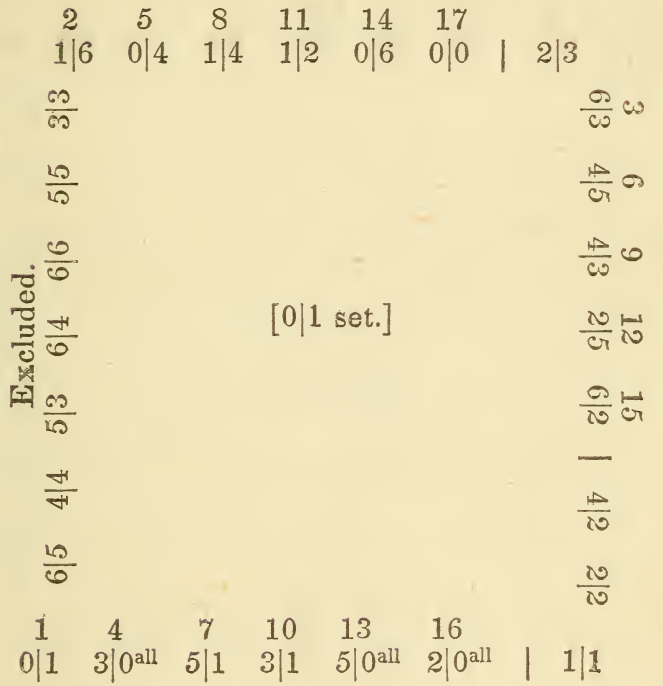
2 4 6 8 10 Excluded.
0|5 1|4 0|6 1|2 0|3 | 4|3 5|3 6|3 6|6 5|5 4|4 6|5 4|6 5|4

[0|0 set.]

1 3 5 7 9 11 12 13
0|0 5|1 4|0^{all} 6|1 2|0^{all} 3|1 1|1 1|0^{all} | 4|2 3|2 2|2 3|3 2|5 2|6

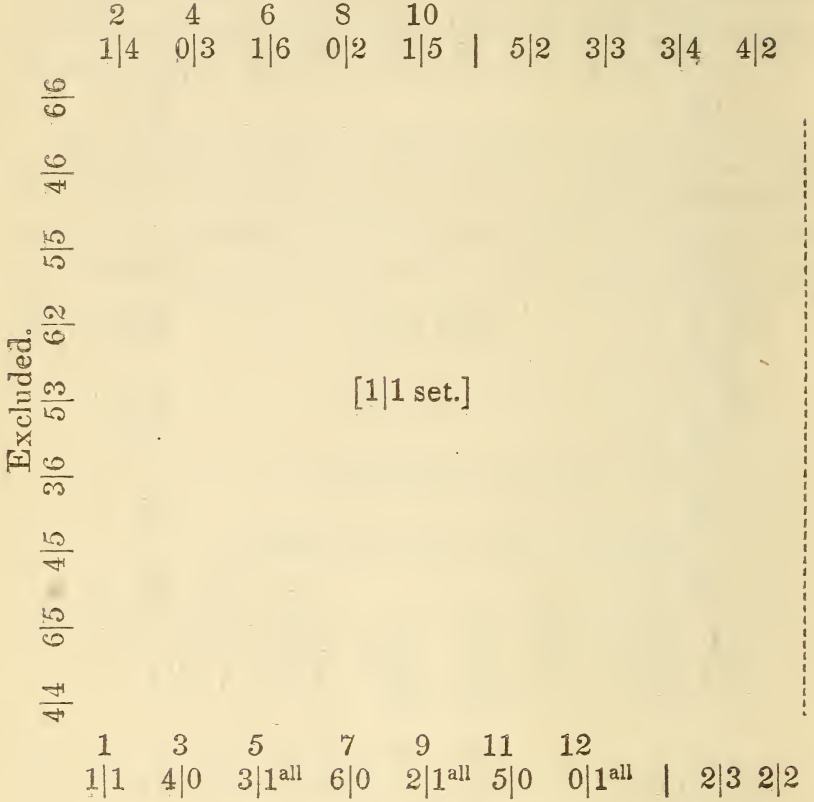
4 HANDED MATCH GAME.

7 Pieces prevented from Playing.



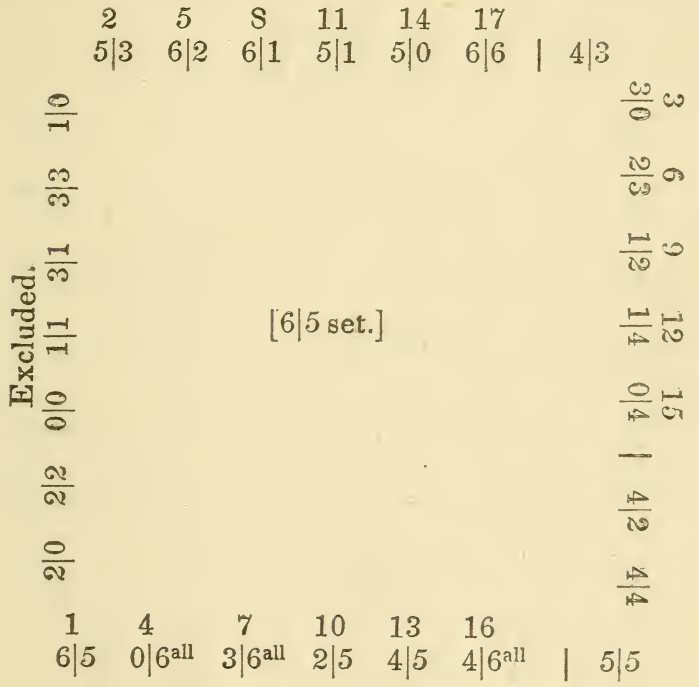
9 PIECE GAME—0|0 Exposed.

9 Pieces prevented from Playing.



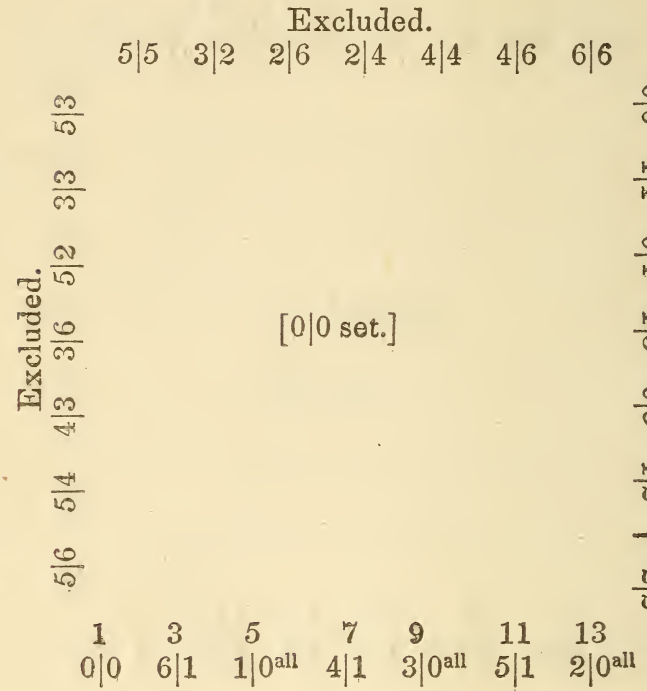
4 HANDED SKIN GAME.

7 Pieces prevented from Playing.



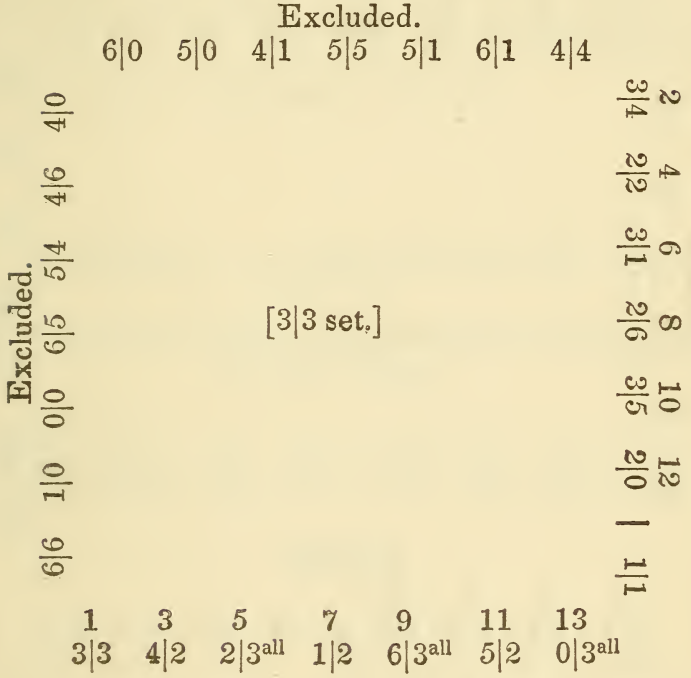
4 HANDED MATCH GAME.

2 Hands of 7 Pieces each prevented from Playing.



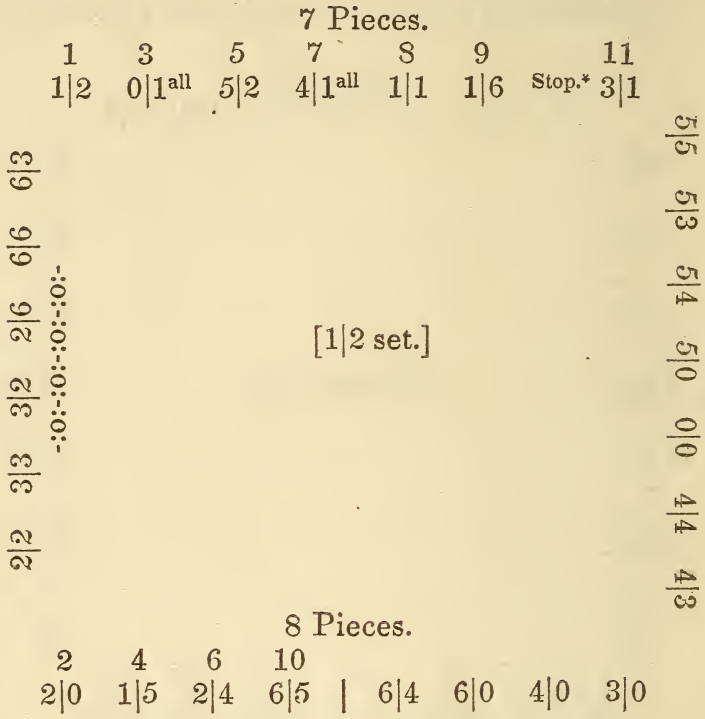
4 HANDED SKIN GAME.

2 Hands of 7 Pieces prevented from Playing.



4 HANDED MATCH GAME AND 4 HANDED SKIN GAME.

Two Opposite Hands cannot both be prevented from Playing.



* The Hand marked thus -:o:-:o:-:o:-:o:- cannot be made up with these or any of the rest of the pieces so as to prevent it from playing, and hence the result.

QUESTION 6th.

In the following five games (which constitute all that are legitimate), viz., the Draw Game, 14 Piece Game, 4 Handed Match Game, 9 Piece Game [0|0 exposed], and 4 Handed Skin Game, what amount of doubles can be destroyed in each, and, in the same games, what is the largest number of doubles that can be destroyed in one hand?

ANSWER.....ILLUSTRATION 1st.

*Largest Amount of Doubles Destroyed in the Draw Game and 14 Piece Game.**

1	3	5	7	9	11	13	15	17	19	21	23	25	
0|1	6|5	2|2	3|3	6|4	4|0^{all}	0|5	1|1	4|5	3|0^{all}	6|2	4|3	1|2	5|5

[0|1 set.]

2	4	6	8	10	12	14	16	18	20	22	24	26	
1|6	5|2	2|3	3|6	4|4	0|0	5|1	1|4	5|3	0|6	2|4	3|1	2|0^{all}	6|6

* Connected on account of similarity.

ILLUSTRATION 2d.

Largest Amount of Doubles destroyed in the 9 Piece Game,
0|0 Exposed.

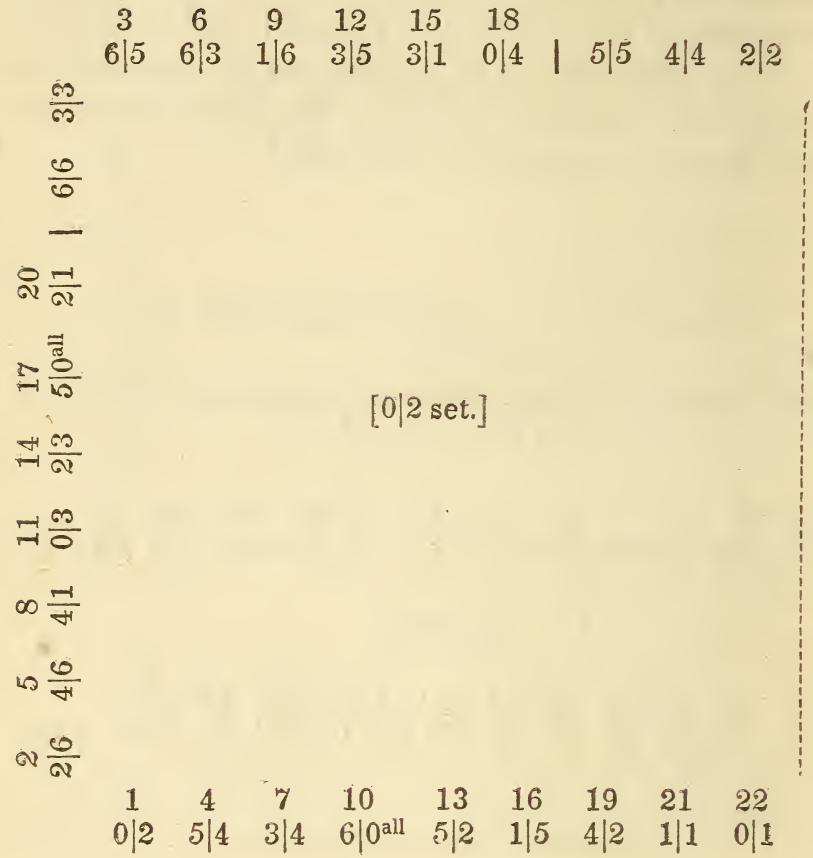
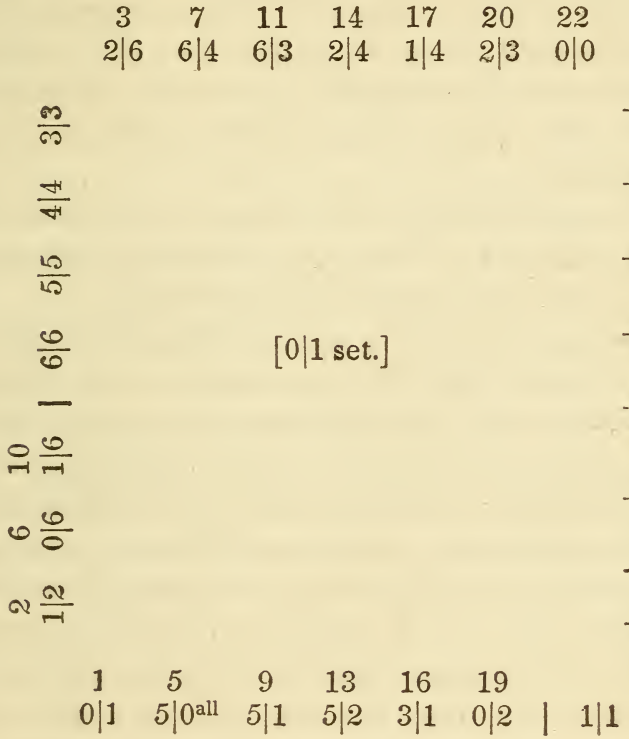


ILLUSTRATION 3d.

Largest Amount of Doubles destroyed in the 4 *Handed Match Game, and* 4 *Handed Skin Game.**



* Connected on account of being similar.

The writer would respectfully inform the reader, that in order to get at the answer embracing the second part of the question, he must return to the illustrations, where he will find the largest amount of doubles destroyed in one hand.

It becomes necessary here, to make the reader acquainted with the fact that these doubles have been destroyed without the parties having a chance to put them in. If, however, all restraint is removed, and general destruction permitted (no matter from what cause), then in all the games, six doubles can be destroyed.

It might be asked here by the curious, why cannot seven doubles be destroyed? The reply and finale to the connected question will be derived from the following:

It will be seen by referring to the last illustration, that after the 6|6 5|5 4|4 2|2 and 1|1 have ceased to exist (which is five out of the seven), the suits have nearly become exhausted, and nothing but the 3|3 0|0 and the connecting piece 3|0 remains. With this little remainder it will be perceived that the closing scene is near at hand, and the other suits having performed their several functions, and become like something past and gone, the two ends must from necessity be trois and blank. Now if the player holding 3|0 makes it blank all, it seals the fate of 3|3, closes the scene for ever, and for a want of matter compels the double blank to play. Hence the number of doubles destroyed is 6.

INSTRUCTIONS FOR THE YOUNG PLAYER.

In introducing myself to the young player, I feel sensible that a few instructions will be of vast importance to him. In accordance with this fact, I cheerfully lay before him some few not mentioned in the preceding pages. By referring to proper pages, he will discover hands played as Draw Game, 14 Piece Game, Partner Game, 4 Handed Skin Game, and 9 Piece Game [0|0 exposed], which include all the regular games, and which are played also with the Hooks and Ladders. He will also discover that these illustrations produce the largest counts, with every play marked, and the set given, which, as a matter of course, gives the first rudiments of the game. In setting, too, great judgment should be exercised, so as to make the said set in accordance with the strength of the hand. In having five of a kind, including the double, it would be bad policy to set the double, for that in itself forms a shield in case opponent forces up his suits. But if only four of a kind is held, including the double, then the double is the correct set, because there is just enough out to exclude it. In playing the end through, too, a keen eye should be kept on opponent, watching him as he puts forth his strength,

and counteracting the playing of his doubles, or other pieces. When an opportunity offers, also, for a block, it should be borne in mind by the player, that six is the exact average of each piece, (except in the 9 Piece Game [0|0 out], in which case the average is 6-27ths,) there being 28 pieces, and said pieces numbering 168 spots. In the Draw Game, the party must draw until he can make up his hand, taking great care that he does not in the mean time overdraw, and then playing with caution. In the 14 Piece Game, the party should study his own hand first, and see what doubles he has got dead, and then bring his mind to bear upon his opponent's pieces, and try by skill to get his own in, and destroy those of his adversary. In the Partner Game, as has been seen on a preceding page, great respect should be paid to the eldest partner, and nothing save a terrific hand should ever induce a young partner to depart from this golden rule. In the 4 Handed Skin Game, the parties are all playing for self, and, like the former, by watching closely the play of opponents, a good idea as to the situation of the pieces may be formed. In the 9 Piece Game, also, the parties play for self, while the 0|0 stands exposed. The same good judgment, then, required in the other games, must necessarily be exercised in this.

Trusting these few instructions may be of service, the author takes leave of the young player.

CONCLUDING REMARKS.

Having now treated upon all the regular games of Dominoes, giving at the same time copious explanations, illustrations and calculations, and having in conclusion put and answered all questions of importance, not embraced in other parts of the work, the author without further comment terminates the work.

THE END.

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